SEAFOX ™

COMMODORE 64 CARTRIDGE INSTRUCTIONS

You will start the game with three submarines. Press the joystick button [in control port 1] or spacebar to begin. Submarine movement is controlled using the joystick [or the following keys: ← for down, 1 for up, 2 for right, CONTROL for left]. Torpedoes may be fired with a quick press of the joystick button [or spacebar]. A longer press will fire forward. Press RESTORE at any time to pause. To resume play, move joystick [or press spacebar].

Objective:

As the submarine captain, you must destroy all of the merchant ships [the top row of ships] in order to move on to your next mission. Try not to hit hospital ships. It's a violation of international law to do so, and the negative consequences can be pretty immediate. Skillful maneuvering will be necessary on advanced missions in order to survive exploding depth charges, torpedo fire, and magnetic mines. Bonus points will be awarded for successfully completing each mission.

Your sub has a limited supply of fuel and torpedoes which must be replenished frequently. A supply ship will pass by occasionally near the ocean bottom and release a trained dolphin carrying fuel and torpedoes. You must make contact with the dolphin's supply pack in order to resupply your vessel. If your sub harms the dolphin, watch out! He has many friends in these waters and they won't take too kindly to it. Giant clams may interfere with refueling so it's best to get to the supplies in a hurry.

Scoring:

Enemy submarines—100 points
Merchant ships—200 points. Point value increases by 100 points per level. [300 for level two, etc.]
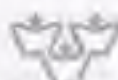Destroyers—150 points
Depth charges—20 points
Enemy torpedoes—50 points
Magnetic mines—50 points
Giant clams—50 points
Bonus—2000 points on level one. Point value increases by 1000 points per level. [3000 for level two, etc.]

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